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GERALT OF RIVIA

- ▷ 36 action cards (including 12 gear cards)
- ▷ 1 Geralt hero miniature
- ▷ 1 Geralt character card
- ▷ 1 Dandelion sidekick token
- ▷ 2 health dials

CIRI

- ▷ 30 action cards
- ▷ 1 Ciri hero miniature
- ▷ 1 Ciri character card
- ▷ 1 Ihuarraquax sidekick token
- ▷ 2 health dials

ANCIENT LESHEN

- ▷ 30 action cards
- ▷ 1 Leshen hero miniature
- ▷ 1 Leshen character card
- ▷ 2 Wolf sidekick tokens
- ▷ 1 health dial

Before you play for the first time, assemble the health dials by punching out the circles for each character and connecting them with a rivet.

SPECIAL RULES FOR THIS SET



GERALT OF RIVIA: ALWAYS PREPARED

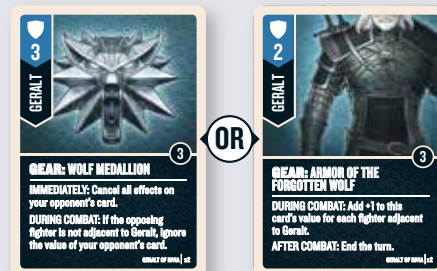
Like any good witcher, Geralt always has the right tool for the job. Some of Geralt's action cards are **gear cards**. There are three types of gear, two cards of each type, and two copies of each card.

At the beginning of the game, customize your deck by choosing **one of each type** of gear to include. Add **both copies** of each of the chosen gear cards to your deck. Return the other gear to the box; you will not use them during the game. Then, shuffle all of your cards together and start the game. You should have 30 cards in your deck.

WEAPON




ARMOR



POTION

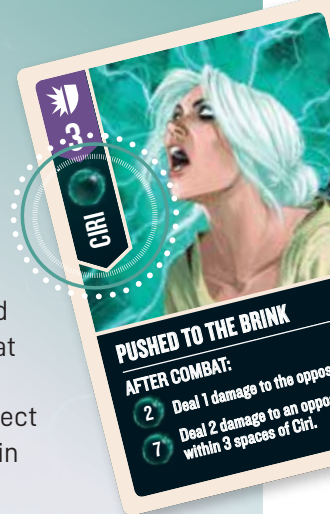


CIRI: SOURCE

Ciri is a Source, possessing a staggering but often uncontrollable power. Some of her cards are Source cards, as indicated by the  icon in the card's banner.

Ciri's Source cards have two effects on them with numbers inside the Source icons. When resolving these cards, count the number of Source cards in your discard pile. Resolve the effect that has the highest number that is equal to or less than the number of Source cards in your discard pile. You may not choose to resolve the effect with the lower number. If you have fewer Source cards in your discard pile than the lower number, do not resolve either effect.

If you have 7 or more Source cards in your discard pile, effects on your cards cannot be canceled.

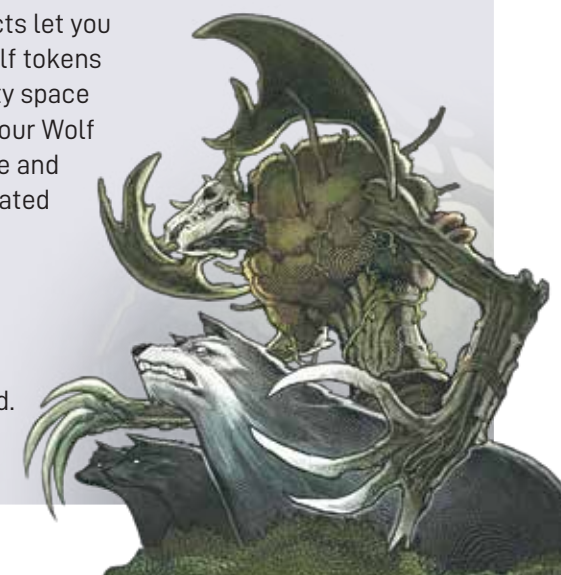


ANCIENT LESHEN: HEART OF THE FOREST

Unlike most heroes, the Ancient Leshen has a different move value than its sidekicks, the Wolves. If you **BOOST** your move, add the boost value to your fighters' respective move values as normal. For example, if you **BOOST** your move by 2, you could move the Ancient Leshen up to 3 spaces and each of your Wolves up to 5 spaces.

Some of the Ancient Leshen's effects let you summon a Wolf. If you have any Wolf tokens off the board, place one on an empty space as indicated by the effect. If all of your Wolf tokens are on the board, choose one and place it on an empty space as indicated by the effect.

The bonus to the Ancient Leshen's special ability only applies if the Ancient Leshen attacked this turn. It does not trigger if a Wolf attacked.



ONGOING SCHEMES

Each hero in this set has “ongoing scheme” cards in their deck. When you play one, resolve the regular effect as normal. Then, leave the card face up in front of you instead of discarding it. Each ongoing scheme has an ongoing effect that remains active until it is discarded.

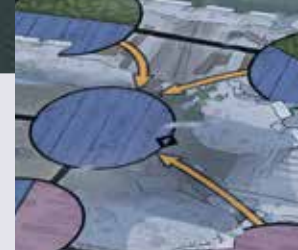
Ongoing schemes have a condition when they are discarded. You only check for the condition at the end of your turn. If the condition is met at another time, such as during your opponent’s turn, but then is no longer met at the end of your turn, you do not discard the scheme.

EXAMPLE: When you first play the Ancient Leshen’s **Strength of the Pack** card, summon a Wolf in the Leshen’s zone. At the start of each of your turns, while the scheme is in play, the Leshen recovers 1 health. At the end of your turn, check to see if there are any Wolves in the Leshen’s zone. If there is at least one Wolf, the scheme stays in play. If not, discard it.



Each hero can only have one ongoing scheme at a time. If you play a second ongoing scheme, discard the current active ongoing scheme. When an ongoing scheme is discarded, it goes into your discard pile as normal.

KAER MORHEN BATTLEFIELD: ONE-WAY PATHS



The stronghold of the School of the Wolf, the **XII** map includes one-way paths, represented by the orange, one-way arrows. Fighters may move between spaces connected by a one-way path only in the direction indicated by the arrow. This includes movement from card effects. However, spaces connected by a one-way path are still considered adjacent, and they do not affect whether fighters are in the same zone or not. Additionally, they do not limit effects that let you place a fighter in a space.

NOTE Large figures can move in both directions on one-way arrows. (There are no large figures in this set.)

CREDITS

Unmatched survived all the mutagens before it was restored from *Star Wars: Epic Duels*, designed by Craig Van Ness and Rob Daviau and published by Milton Bradley. Zone rules inspired by the Pathfinding System from *Tannhäuser*, designed by William Grosselin and Didier Poli and published by Fantasy Flight Games.

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Thank you to everyone who helped playtest the game! You're all wonderful people. We mean it.

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WARNING! Not suitable for children under 3 years due to small parts.
Choking hazard.



IN BATTLE, THERE ARE NO EQUALS™

UNMATCHED™

THE WITCHER STEEL & SILVER

SET RULES